

Randall Munroe What If

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Randall Munroe is the author of the #1 New York Times bestseller What If?, the science question-and-answer blog What If, and the popular webcomic xkcd. A former NASA roboticist, he left the agency in 2006 to draw comics on the Internet full-time, supporting himself through the sale of xkcd t-shirts, prints, posters, and books. He likes candlelight dinners and long walks on the beach.

What If?: Serious Scientific Answers to Absurd ...
Randall Munroe's 'What if' is a pretty wizard exploration of some legitimately bizarre hypotheticals. It's genuinely fascinating, full of great information, and with some true laugh out loud moments.

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Amazon.com: What If?: Serious Scientific Answers to Absurd ...

Web cartoonist Randall Munroe answers simple what-if questions ("what if you hit a baseball moving at the speed of light?") using math, physics, logic and deadpan humor. In this charming talk, a reader's question about Google's data warehouse leads Munroe down a circuitous path to a hilariously over-detailed answer — in which, shhh, you might actually learn something.

Randall Munroe: Comics that ask "what if?" | TED Talk First, let's get a few things out of the way: In real life, we can't put a metal pole between the Earth and the Moon.[1] For one, someone at NASA would probably yell at us. The end of the pole near the Moon would be pulled toward the Moon by the Moon's gravity, and the rest of it would be pulled back ...

Earth-Moon Fire Pole

What If? By Randall Munroe - Serious Scientific Answers to Absurd Questions. Condition is "Very Good". Shipped with USPS Media Mail.

What If? By Randall Munroe - Serious Scientific Answers to ...

- Randall Munroe, What If? There are certain things on this planet that you seemed to do fine without, but as soon as you discover, you can't now do without. Diet Dr. Pepper, David Foster Wallace, dark chocolate covered cherries all fit into this category. So, too, does Randall Munroe.

What If? by Randall Munroe | Audiobook | Audible.com
Munroe ' s book clearly conveys his love for math and

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science. It educates, entertains, and helps readers learn more about science. Overall, Munroe ' s book What If?: Serious Scientific Answers to Absurd Hypothetical Questions is a compilation of questions and answers from Munroe ' s website. Some questions answered in Munroe ' s book are bizarre and do not have any helpful or thought-provoking information.

Book Summary of Randall Munroe What If Summary and ...

Change.Org Petition: Despicable Munroe The International Astronomical Union recently named an asteroid after Randall Munroe; asteroid 4942 Munroe is big enough to cause a mass extinction if it ever hits Earth. Not that he needs an asteroid to do that. He has his minions devising millions of ways to do it, on a subversive site they call xkcd.com. This book is a set of leaked manuals.

What If? Serious Scientific Answers to Absurd Hypothetical ...

The Book. What If?: Serious Scientific Answers to Absurd Hypothetical Questions is a collection of many of the blog's most popular answers, along with brand new weird and wonderful questions.

content

Randall Patrick Munroe (born October 17, 1984) is an American cartoonist, author, engineer best known as the creator of the award-winning webcomic xkcd. With a background in physics and robotics, Munroe has worked full- time on the comic since late 2006, publishing three times a week to a very large audience. Several of the strips, notably a visualisation of

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radioactivity levels, were also ...

Randall Munroe - Wikipedia

Drain the Oceans: Part II July 16, 2013. Random Sneeze Call July 23, 2013. Restraining an Airplane July 30, 2013

index [what-if.xkcd.com]

Web cartoonist Randall Munroe answers simple what-if questions ("what if you hit a baseball moving at the speed of light?") using math, physics, logic and de...

Comics that ask "what if?" | Randall Munroe - YouTube

Randall Munroe is the author of the popular webcomic xkcd and the science question-and-answer blog What If. Munroe was born in Easton, Pennsylvania and grew up outside Richmond, Virginia. After studying physics at Christopher Newport University, he got a job building robots at NASA Langley Research Center.

Randall Munroe Books | List of Books by Randall Munroe ...

Academia.edu is a platform for academics to share research papers.

(PDF) what-if-randall-munroe.pdf | Claudiu Simon ...

Randall Munroe, a former NASA roboticist, is the creator of the webcomic xkcd and the author of xkcd: volume 0. The International Astronomical Union recently named an asteroid after him; asteroid 4942 Munroe is big enough to cause a mass extinction if it ever hits a planet like Earth. He lives in Cambridge, Massachusetts.

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Randall Munroe (Author of What If? Serious Scientific
...

Randall Munroe is the creator of the webcomic xkcd and bestselling author of What If?, Thing Explainer and xkcd: Volume 0. Randall was born in Easton, Pennsylvania, and grew up outside Richmond, Virginia. After studying physics at Christopher Newport University, he got a job building robots at NASA Langley Research Center.

What If? by Randall Munroe (Free Download) | Yes Book Please

About the author In What If? (2014), Randall Munroe presents earnest, thoroughly researched answers to absurd, hypothetical questions in a highly entertaining and digestible format. Munroe serves up the most popular answers from queries he received through his What If? blog, along with a host of new, delightful, mind-bending questions and answers.

What If? by Randall Munroe

Randall also began writing a weekly webcolumn called what if? responding to theoretical questions (many of which are physics-based, but some of which simply cater to his skills in research, and general scientific and mathematical knowledge and logic).

The creator of the incredibly popular webcomic xkcd presents his heavily researched answers to his fans' oddest questions, including “ What if I took a swim in a spent-nuclear-fuel pool? ” and “ Could you build a jetpack using downward-firing machine guns? ” 100,000

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first printing.

From the creator of the wildly popular webcomic xkcd, hilarious and informative answers to important questions you probably never thought to ask Millions of people visit xkcd.com each week to read Randall Munroe ' s iconic webcomic. His stick-figure drawings about science, technology, language, and love have an enormous, dedicated following, as do his deeply researched answers to his fans ' strangest questions. The queries he receives range from merely odd to downright diabolical: • What if I took a swim in a spent-nuclear-fuel pool? • Could you build a jetpack using downward-firing machine guns? • What if a Richter 15 earthquake hit New York City? • Are fire tornadoes possible? His responses are masterpieces of clarity and wit, gleefully and accurately explaining everything from the relativistic effects of a baseball pitched at near the speed of light to the many horrible ways you could die while building a periodic table out of all the actual elements. The book features new and never-before-answered questions, along with the most popular answers from the xkcd website. What If? is an informative feast for xkcd fans and anyone who loves to ponder the hypothetical.

THE SUNDAY TIMES BESTSELLER From the creator of the wildly popular xkcd.com, hilarious and informative answers to important questions you probably never thought to ask. Millions visit xkcd.com each week to read Randall Munroe's iconic webcomic. Fans ask him a lot of strange questions: How fast can you hit a speed bump, driving, and live? When (if ever) did the sun go down on the British Empire? When will

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Facebook contain more profiles of dead people than living? How many humans would a T Rex rampaging through New York need to eat a day? In pursuit of answers, Munroe runs computer simulations, pores over stacks of declassified military research memos, solves differential equations and consults nuclear reactor operators. His responses are masterpieces of clarity and hilarity, complemented by comics. They often predict the complete annihilation of humankind, or at least a really big explosion.

Presents personal selections and fan favorites from the online comic.

The world's most entertaining and useless self-help guide, from the brilliant mind behind the wildly popular webcomic xkcd and the #1 New York Times bestsellers What If? and Thing Explainer For any task you might want to do, there's a right way, a wrong way, and a way so monumentally complex, excessive, and inadvisable that no one would ever try it. How To is a guide to the third kind of approach. It's full of highly impractical advice for everything from landing a plane to digging a hole. Bestselling author and cartoonist Randall Munroe explains how to predict the weather by analyzing the pixels of your Facebook photos. He teaches you how to tell if you're a baby boomer or a 90's kid by measuring the radioactivity of your teeth. He offers tips for taking a selfie with a telescope, crossing a river by boiling it, and powering your house by destroying the fabric of space-time. And if you want to get rid of the book once you're done with it, he walks you through your options for proper disposal, including dissolving it in the ocean, converting it to a vapor, using

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tectonic plates to subduct it into the Earth's mantle, or launching it into the Sun. By exploring the most complicated ways to do simple tasks, Munroe doesn't just make things difficult for himself and his readers. As he did so brilliantly in *What If?*, Munroe invites us to explore the most absurd reaches of the possible. Full of clever infographics and amusing illustrations, *How To* is a delightfully mind-bending way to better understand the science and technology underlying the things we do every day.

Randall Munroe is . . . 'Nerd royalty' Ben Goldacre 'Totally brilliant' Tim Harford 'Laugh-out-loud funny' Bill Gates 'Wonderful' Neil Gaiman AN INSTANT #1 NEW YORK TIMES BESTSELLER For any task you might want to do, there's a right way, a wrong way, and a way so monumentally bad that no one would ever try it. *How To* is a guide to the third kind of approach. It's full of highly impractical advice for everything from landing a plane to digging a hole. Bestselling author and cartoonist Randall Munroe explains how to predict the weather by analyzing the pixels of your Facebook photos. He teaches you how to tell if you're a baby boomer or a millennial by measuring the radioactivity of your teeth. He offers tips for taking a selfie with a telescope, crossing a river by boiling it, and getting to your appointments on time by destroying the moon. And if you want to get rid of this book once you're done with it, he walks you through your options for proper disposal, including dissolving it in the ocean, converting it to a vapour, using tectonic plates to subduct it into the Earth's mantle, or launching it into the sun. By exploring the most complicated ways to do simple tasks, Munroe doesn't just make things difficult for

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himself and his readers. As he did so brilliantly in What If?, he invites us to explore the most absurd reaches of the possible. Full of clever infographics and amusing illustrations, How To is a delightfully mind-bending way to better understand the science and technology underlying the things we do every day.

From the No. 1 bestselling author of What If? - the man who created xkcd and explained the laws of science with cartoons - comes a series of brilliantly simple diagrams ('blueprints' if you want to be complicated about it) that show how important things work: from the nuclear bomb to the biro. It's good to know what the parts of a thing are called, but it's much more interesting to know what they do. Richard Feynman once said that if you can't explain something to a first-year student, you don't really get it. In Thing Explainer, Randall Munroe takes a quantum leap past this: he explains things using only drawings and a vocabulary of just our 1,000 (or the ten hundred) most common words. Many of the things we use every day - like our food-heating radio boxes ('microwaves'), our very tall roads ('bridges'), and our computer rooms ('datacentres') - are strange to us. So are the other worlds around our sun (the solar system), the big flat rocks we live on (tectonic plates), and even the stuff inside us (cells). Where do these things come from? How do they work? What do they look like if you open them up? And what would happen if we heated them up, cooled them down, pointed them in a different direction, or pressed this button? In Thing Explainer, Munroe gives us the answers to these questions and many, many more. Funny, interesting, and always understandable, this book is for anyone -- age 5 to 105

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-- who has ever wondered how things work, and why.

From the big bang to black holes, from dark matter to dark energy, from the origins of the universe to its ultimate destiny, *The Edge of the Sky* tells the story of the most important discoveries and mysteries in modern cosmology—with a twist. The book's lexicon is limited to the thousand most common words in the English language, excluding physics, energy, galaxy, or even universe. Through the eyes of a fictional scientist (Student-People) hunting for dark matter with one of the biggest telescopes (Big-Seers) on Earth (Home-World), cosmologist Roberto Trotta explores the most important ideas about our universe (All-there-is) in language simple enough for anyone to understand. A unique blend of literary experimentation and science popularization, this delightful book is a perfect gift for any aspiring astronomer. *The Edge of the Sky* tells the story of the universe on a human scale, and the result is out of this world.

Presents fantasy stories written by Internet authors that explore how people, cultures, and societies are affected by the predictions of the Machine, an object that provides short yet vague phrases about how a person will die.

The nonfiction debut from the author of the international bestseller *Sacred Games* about the surprising overlap between writing and computer coding Vikram Chandra has been a computer programmer for almost as long as he has been a novelist. In this extraordinary new book, his first work of nonfiction, he searches for the connections between

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the worlds of art and technology. Coders are obsessed with elegance and style, just as writers are, but do the words mean the same thing to both? Can we ascribe beauty to the craft of writing code? Exploring such varied topics as logic gates and literary modernism, the machismo of tech geeks, the omnipresence of an "Indian Mafia" in Silicon Valley, and the writings of the eleventh-century Kashmiri thinker Abhinavagupta, *Geek Sublime* is both an idiosyncratic history of coding and a fascinating meditation on the writer's art. Part literary essay, part technology story, and part memoir, it is an engrossing, original, and heady book of sweeping ideas.

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